



BATMAN™ A LEGEND HAS RETURNED.

BRUCE WAYNE™, The multi-millionaire head of the Wayne Foundation is an unassuming, quiet type of guy. However, when night falls and evil stalks the streets, he sheds his daytime persona and becomes the masked vigilante of **GOTHAM CITY™** - **BATMAN**! Crusading against crime from the rooftops of the sickened city, his objective becomes the elimination of Gus Grissom's criminal empire; in particular, the conquest of **JACK NAPIER™**, the psychotic second-in-command. Napier was the most cunning and sadistic force in Gotham anyway, but when a accident befell him, twisting him both physically and mentally, he became the ultimate criminal - **THE JOKER!™** You control the **CAPED CRUSADER™** in five different scenarios as he is pitted against his malevolent nemesis in the life or death struggles that ensue. THE ULTIMATE MOVIE INSPIRES THE ULTIMATE GAME...PLAY BATMAN.

LOADING

IMPORTANT : ENSURE THE MACHINE IS SWITCHED OFF. NEVER ATTEMPT TO INSERT OR REMOVE THE GAME CARTRIDGE WITH THE POWER ON.

Next insert the cartridge, with the label facing towards you, into the cartridge port. On the C64 and 64C the cartridge port is the furthest right socket on the back of the machine. Switch the power on - the game will load automatically.

CONTROLS

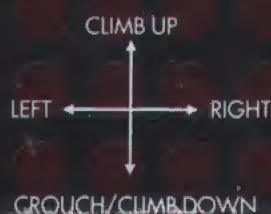
THE GAME IS CONTROLLED BY JOYSTICK ONLY

KEYBOARD

F1	=	MUSIC ON	F7	=	PAUSE OFF
F3	=	SOUND EFFECTS ONLY	RUN/STOP	=	ABORT GAME
F5	=	PAUSE ON			

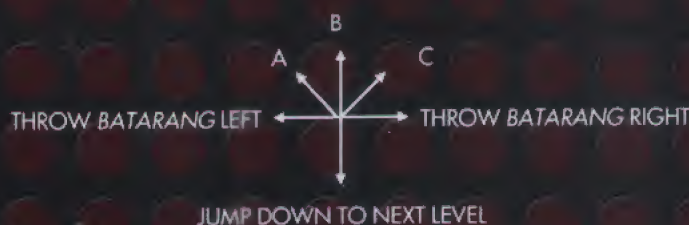
JOYSTICK

SECTION 1 AND 5



FIRE - THROW BATARANG™

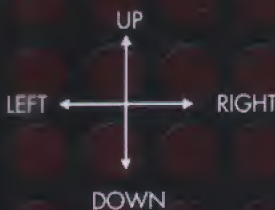
WITH FIRE BUTTON PRESSED



A = FIRE ROPE UP - LEFT
B = FIRE ROPE UP
C = FIRE ROPE UP - RIGHT

SECTION 2 - BATMOBILE™

Joystick moves **BATMOBILE** in corresponding directions.



FIRE - Fire 'batrope' up. If the **BATMOBILE** is going past a lamp post then the rope will wrap around it and the **BATMOBILE** will swing round the corner.

FIRE AND UP - If the **BATMOBILE** is near a corner then it will swing round the corner without using the 'batrope'.

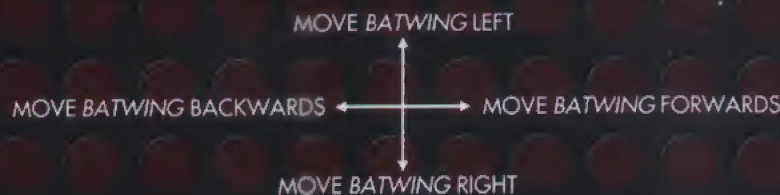
NOTE: Using the 'batrope' to turn a corner is the quickest. The **BATMOBILE** will only turn a corner if it is near one.

SECTION 3 - BATCAVE™CHEMICALANALYSIS

Move the joystick left or right to select a cosmetic and press fire to enter it into the combination.



SECTION 4 - BATWING™



STATUS AND SCORING

The panel shows present score, lives, time and **BATMAN'S** energy. **BATMAN'S** face represents full energy. **THE JOKER'S** face represents no energy. When **THE JOKER'S** face is fully visible then **BATMAN** will lose a life. If time runs out on any level **BATMAN** will lose a life.

A bonus will be awarded for completing each level.

The score is achieved on each level as follows:-

LEVELS 1 AND 5

SHOOTING **THE JOKER'S** HENCHMEN
SHOOTING **JACK NAPIER** (LEVEL 1)
SHOOTING **THE JOKER** (LEVEL 5)

LEVEL 2

Points are scored by progressing further along the road. A bonus is awarded on reaching the **BATCAVE** based on the amount of time remaining.

LEVEL 3

The score is based on the amount of time taken to find the correct combination.

LEVEL 4

Points are awarded for every balloon you cut free. ENERGY IS REDUCED AS FOLLOWS:-

LEVELS 1 AND 5

Running into policemen or **THE JOKER'S** henchmen.
Standing under acid drops or in the way of bursts of gas from pipes.
Falling down too far.
Swinging on the rope into a wall.
Being hit by bullets and grenades.
Walking on spiked floors.

LEVEL 2

Hitting other cars

LEVEL 4

Hitting balloons instead of cutting ropes.
Allowing balloons to burst before you cut the ropes.



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ocean

COMMODORE 64

GAME

CARTRIDGE

GAMEPLAY

Section 1 - Axis Chemical Plant

As **BRUCE WAYNE**, you overhear Commissioner Gordon telling the Mayor of an attack on the Axis Chemical Plant by **JACK NAPIER** and his henchmen. Acting swiftly, you don your black costume and make your way to the scene.

Once inside the factory, you must move towards the exit (and Napier) on the far right of the map. You will meet assorted criminals along the way, some of whom will attack you physically, some will shoot at you and some will throw grenades. Avoid, also, leaking chemical droplets and gas bursts at various points on your route.

You can sustain a limited amount of hits as your body armour affords a certain degree of protection, but your energy can get depleted quite rapidly if you do not try to defend yourself. Use the **BATARANG** to throw at your attackers, and your 'batrope' to access levels above, by shooting a grapnel device from your belt and reeling yourself up.

On the final screen of this level, you will confront Napier himself. If you defeat him, he will fall into a vat of toxic chemical waste which will disfigure his appearance and mind. You have created the Joker!

Section 2 - The Streets of GOTHAM CITY (1)

Having rescued Vicky Vale from the clutches of **THE JOKER** in the Flugelheim Museum, you must make good your escape in the **BATMOBILE**.

Racing at high speeds through the streets of **GOTHAM CITY**, you must avoid both **THE JOKER'S** vehicles and the police who have set up road blocks, as they are still unsure which side of the law you are on.

Your **BATMOBILE** is equipped with a sophisticated radar which will indicate the direction you must follow in order to escape safely. If you do not maintain a high speed, **THE JOKER** will catch you up and inflict damage upon the **BATMOBILE**, as will any collisions with other cars. The **BATMOBILE** is also equipped with a rope and grapnel. If, whilst travelling a high speeds, you wish to make a fast turn, shoot the grapnel out at a lamppost on the street corner; if timed correctly, this will enable you to make the turn without speed loss.

Section 3 - The BATCAVE

The **JOKER** has invented a compound, "Smilex" which, on contact, will kill its victims, leaving a deathly rictus grin on their faces. The **JOKER** has 'skipped' certain everyday consumables with elements from this compound which, when mixed together, forms Smilex.

Using the powerful computer in your **BATCAVE**, you must, in the time given, ascertain which three objects contain those elements. As you select any three, the display will indicate how many of those you have chosen correctly. You must, by process of elimination select the exact trio of elements before the time runs out.

Section 4 - The Streets of GOTHAM CITY (2)

THE JOKER'S deadliest scheme is now taking place at midnight on the Streets of **GOTHAM CITY**. By promising massive handouts of money to the people of Gotham, the streets are packed with masses of unsuspecting citizens. However, all is not as it seems, for the carnival-type parade contains a sinister secret.

Inside the dozens of bright balloons is enough Smilex gas to kill the entire population of **GOTHAM CITY**. These balloons are about to be leaked.....

You are piloting the **BATWING** and must cut through the mooring ropes of the balloons with the wings of the flying craft. If you miss any of them, they will self-destruct, sending clouds of gas into the crows, similarly if you miss the rope and hit the balloon itself, the same will occur. If, however, you slice the rope, the balloon will float harmlessly away where the gas will dissipate into the atmosphere.

Eventually, as **THE JOKER** learns of your interference, he will send some of his helicopters in to thwart you. Avoid these at all costs.

Section 5 - The Cathedral

Pursuing **THE JOKER** to Gotham Cathedral, you must negotiate the crumbling floors and avoid the rabid rats in order to confront, finally, **THE JOKER** on the roof. As in the Chemical Factory, you must use your **BATARANG** and 'Batrope' to achieve this aim.

On the rooftop, you must defeat **THE JOKER**, or he will make his escape by helicopter and bring **GOTHAM CITY** to its knees.

HINTS AND TIPS

LEVELS 1 AND 5

Master control of the 'batrope'.
Work out a quick route to the end.
Shoot on sight.

LEVEL 2

Don't bump into other cars.
Be as quick as possible.
When the arrow indicates a turn is ahead try and move to the side of the road.

LEVEL 3

Use your brain.
Be quick (you've only got one minute).

LEVEL 4

Cut ropes cleanly.
Don't hit the balloons.

BATMAN

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